

ABSTRACT

A voucher-enabled gaming system for use with games of chance, where a player uses one-time-use vouchers having game credits or a value associated with each voucher. A voucher is inserted into a player terminal, read by the player terminal, and the associated value retrieved from a central server; game credits equivalent to the value are made available for game play. Upon cash-out from the player terminal (or other terminal type), a player will be issued a new voucher having a transaction ID generated by the terminal, the transaction ID being unique to the particular system installation and associated with the value of the voucher, which the player may then take to a different terminal to continue game play.